BIOFORGE™
PLAYGUIDE

ORIGIN
We create worlds.

An Electronic Arts® Company

P.O. Box 835, Slough, Berks
SL3 8XU, England

WARNING!

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

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STARTING THE GAME

*Note: If you haven't installed BioForge, see the **Install Guide.***

To play *BioForge:*

1. Go to the drive where it is installed (usually the C: drive).

2. Go to the directory containing your game.

   (If you chose the default directory, type CD\BIOFORGE Enter .)

3. Enter the game by typing BIOFORGE Enter .

4. Choose a difficulty level.

The EASY setting makes it easier for you to incapacitate your opponents and harder for them to knock you out.

The MEDIUM setting makes the odds more "natural."

The HARD setting gives your opponents the advantage in combat. Each of their hits does more damage, while your hits do less. HARD *is extremely difficult.*

If, when you begin the game, you do not hear both music and sound, you should adjust your Sound Configuration (see the Install Guide).

If your screen seems too dark or too light, adjust your Gamma Correction (p. 9).

    Exit the game at any time by pressing Alt X .

PERSONAL INFORMATION MANAGER

EXPERIMENTAL
UNIT AP-127

INVENTORY · DIAGNOSTICS
JOURNAL · OPTIONS · EXIT

Press P to bring up the Personal Inventory Manager (PIM) options.

The PIM does far more than just manage inventory. From this screen you can access the Options screen, your personal health and energy Diagnostics screen, your Journal — and, of course, your Inventory.

Selecting from the menu

Use ↓, ↑, ← and → to move your "finger" over a button, then press Enter or Spacebar to select it.

OR   Press the first letter of a menu button.

OR   Use the mouse to move your "finger" over a button, then left-click to select it.

INVENTORY

Place any left-hand item in your inventory by pressing I.

INVENTORY

READY
EXIT

Accessing your Inventory screen

Press I when your left hand is empty.

OR   Select INVENTORY from your PIM screen.

🔹 Time and combat continue while you are in Inventory.

Viewing an inventory item

Left-click on the item's name.

OR   Use ⬆ or ⬇ to highlight the different items in your inventory.

Placing an inventory item in your left hand

Left-click on the item's name to highlight the item, then click on READY.

OR   Left-click on the item's picture.

This returns you to the game, prepared to use whatever item you selected.

Returning to the game without selecting an item

Left-click on EXIT.

OR   Press Esc.

OR   Right-click.

DIAGNOSTICS

Time and combat continue while you are in Diagnostics.

Accessing your Diagnostics screen

Press D from within gameplay.

OR Select DIAGNOSTICS from your PIM screen.

TRANSFER

You have an internal battery that can transfer energy to your health reserves — the equivalent of healing. When the BIOLOGICAL REPAIR button reads INACTIVE, it is not currently transferring any energy.

Transferring energy

Press the button marked INACTIVE to begin the transfer.

It then reads ACTIVE and will continue to transfer until you are fully healthy or you stop the transfer. Each ENERGY bar-mark is worth two bar-marks of HEALTH.

Stopping the transfer

Press the ACTIVE button again, turning it off.

OR Wait until you are fully healed. It stops automatically, and turns INACTIVE.

HEALTH

Your HEALTH bar reads from 0 to 100. When all the bar-marks are blue, you are 100% healthy. When half the bar-marks are brown, you are at 50% health. When your health bar is entirely brown, you die.

ENERGY

Your ENERGY bar reads from 0 to current battery's maximum capacity. Not all batteries are full when found, and their capacities vary. Like your HEALTH bar, when the bar is entirely blue, it is 100% charged.

To install a new battery, pick it up and press Spacebar.

PFD PROTOTYPE

The PFD Prototype is your internal gun. You must acquire a certain type of battery to use it.

When you've installed the special battery, press the INACTIVE button. When it is functional, it will read ACTIVE.

Once the PFD is charged, you fire it by pressing 5. Even if you are holding another weapon, pressing 5 will fire the PFD instead.
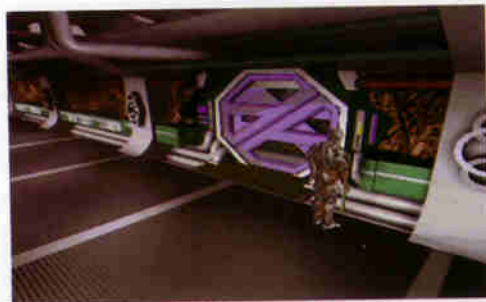
JOURNAL

Time and combat continue while you are in Journal.

Accessing your Journal

Press J from within gameplay.

OR Select JOURNAL from your PIM screen.

Your journal is kept automatically, and without your conscious knowledge. Important information will appear in the journal. Whenever a new entry has been added, a soft chime sounds and a yellow light blinks on your left arm.

Viewing Journal entries

and scroll by entry; and scroll by line.

Click on the arrow keys at the upper right of the logbook screen.
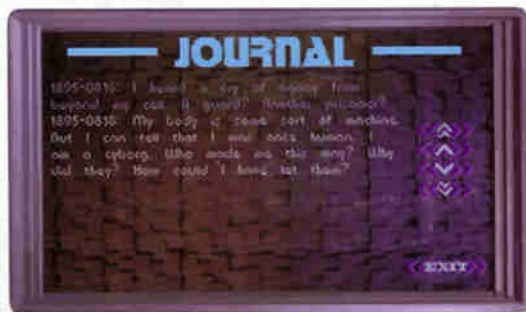
OPTIONS

Accessing your Options

Press O from gameplay.

OR Select OPTIONS from the PIM screen.

Exiting the game

C:\> returns you to the DOS prompt.

Press Alt X at any time.

OR Choose C:> from the OPTIONS screen.

Time halts for as long as you remain in the Options screen, or any subsidiary screens.

Saving a game

saves the game at the current point. At certain dramatic moments, SAVE is disabled.

1. Click on a number from 1 to 9.

OR Press 1 to 9 on the keyboard.

OR Use «« »» to cycle through locations.

2. Type in a brief description.

3. Press Enter.

Note: Don't always save over the same game-slot. It is possible to save at a point from which you cannot win.

Adjusting sound and speech

adjusts game volume. (If you installed without sound/music, you cannot activate them from here. See *Install Guide*.)

controls sound effects. Turn sound effects off entirely by pressing this button (making it dark), or adjust the volume by clicking on the ⊞ and ⊟ keys on the left — a sound effect will then demonstrate the volume. When the bar above these keys is entirely blue, your sound effects volume is at 100%.

toggles subtitles off and on. When this icon is dark, no text will appear for speech.

controls music. You may turn music off entirely by pressing this button (making it dark), or adjust the volume by clicking on the ⊞ and ⊟ keys on the right — music will then demonstrate the volume. When the bar above these keys is entirely blue, volume is 100%.

Starting or loading a game

lets you load a saved game or start a new game.

1. Click on a number you previously chose for a saved game, or cycle through the saved games by using ⟨⟨⟨ and ⟩⟩⟩ . (The background shows the saved scene.)

2. Press LOAD to return to the game shown in the background.

Other options

returns you to the game at the moment you entered the Options screen.

Gamma adjusts the brightness of the game.

Save Settings records your change and returns you to the Options screen.

Cancel returns you to **Options** with the same Gamma settings as before.

Credits scrolls through a list of everyone involved in making *BioForge*.
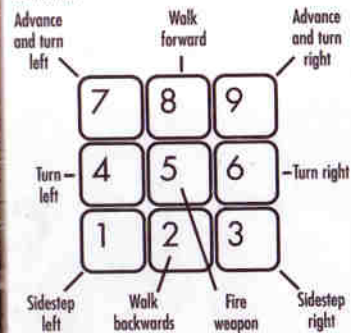
MOVEMENT
GENERAL

All movement is controlled by the keypad.

(In Combat Mode, all movements are combat-ready.)

NORMAL

Advance and turn left	Walk forward	Advance and turn right
7	8	9
Turn left — 4	5	6 — Turn right
1	2	3
Sidestep left	Walk backwards	Fire weapon	Sidestep right

FASTER

Run ahead and turn left	Run forward	Run ahead and turn right
7	8	9
Spin left quickly — 4		6 — Spin right quickly
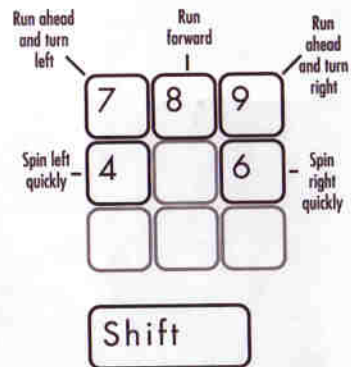
Shift

You can combine the key functions, as well. For example:

Hold (Shift) while pressing 7, 8 or 9 to change the walking movement to a run.

Adjust your direction while walking or running by pressing 4, 7, 9 or 6 in addition. (E.g., 8 and 6 makes you walk forward and turn right simultaneously.)

CLIMBING
Climbing surfaces

Walk (don't run) to a climbable surface.

When you approach the center of a climbable wall straight-on, climbing is automatic.

Climbing ladders

Approach the ladder, then press (Spacebar).

After you begin to climb something, you will continue until you have reached the next level.

COMBAT

BioForge has guards, marines, alien creatures and security robots. Not all strangers, human or otherwise, are your enemies, but the base is crawling with people who will try to kill you if they get the chance. Therefore, combat is a vital part of the game.

The NORMAL and HARD settings are designed so the same move is less effective if used twice in a row.

You can give the command for the next move (but only one) while the first is being done.

Entering Combat Mode

Press C.

MOVEMENT

In Combat Mode, a regular step (a keypad command without Alt or Ctrl) results in a cautious, combat-ready step similar to non-combat movement.
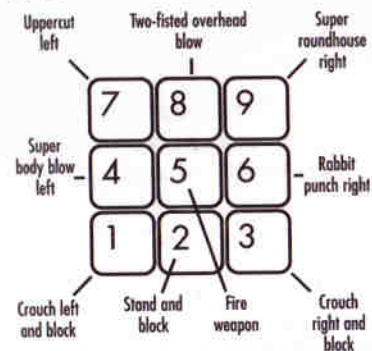
ATTACKS

In combat, the upper keys *usually* initiate head-high maneuvers, side keys control motions at torso-level, and lower keys are for waist-level or lower movements.

You will drop out of Combat Mode while running, then automatically re-enter Combat Mode when you release the Shift key.

Pressing 5, no matter what other keys are being pressed, always fires whatever weapon is in your hand, unless your PFD is charged. If your PFD has any charge, pressing 5 fires the PFD.

HANDS

Uppercut left	Two-fisted overhead blow	Super roundhouse right
7	**8**	**9**
Super body blow left — **4**	**5**	**6** — Rabbit punch right
1	**2**	**3**
Crouch left and block	Stand and block / Fire weapon	Crouch right and block

Alt

FEET

Super-kick to the head	Head-butt	Roundhouse kick to the head
7	**8**	**9**
Body kick left — **4**	**5**	**6** — Body kick right
1	**2**	**3**
Knee-cap kick left	Back flip / Fire weapon	Knee-cap kick right
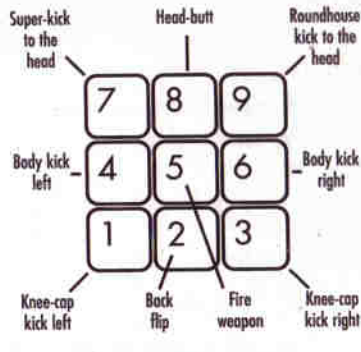
Ctrl

INTERACTION WITH ITEMS

All items in *BioForge* can be divided into two groups: left-hand items and right-hand items. Items that you hold in your left hand may be placed in inventory. Right-hand items can only be held. You cannot hold two right-hand items at once — you must drop the one you are holding before you can pick up the next one.

RIGHT-HAND ITEMS

Hand-held weapons, batteries and other large items can only be held in your right hand, one item at a time. They cannot be placed in your inventory, although you can install batteries in yourself.

MANIPULATING ITEMS

Picking up items

Stand close to the item.

Press Enter to pick it up.

Press I to move the item from your left hand into your inventory.

You can also pick up items from dead bodies. Walk up to the corpse and drop any right-handed items you are holding (and place left-handed items in inventory). Then press Spacebar to pick up the new item.

Dropping items

Place the item in your hand. (Either pick it up or ready it from your Inventory screen.)

Press Enter to drop the hand-held item.

Using an item

An item can either be something nearby that cannot be picked up — like a door or a monitor — or something that is in your hand.

Press Spacebar.

If you are holding an item while standing near a monitor (door, panel, etc.), you will use the monitor — not the hand-held object. If you are near a monitor, but facing the wrong way, you won't use either the monitor or the object.

MONITORS

There are two basic kinds of monitors:

Information Monitors that provide data or text.

Interactive Panels that control things such as robots, doors, etc.

Using a monitor

Go up to the monitor and press Spacebar.

Move your finger to control buttons by using the arrow keys or your mouse. For buttons that have text, you can use your keyboard to press the first letter of the button's text.

INTRODUCTORY WALKTHROUGH

- Don't be afraid to use (Spacebar) on just about everything.

- Remember to read the logbooks you find *thoroughly*. Read each one by holding it and pressing Spacebar.

- Climb obstacles by walking (not running) into them. Climb ladders by standing near them and pressing Spacebar.

C	Enter Combat Mode.
Alt 7 and Alt 9	Punch the nursebot until it begins to slowly spin.
Ctrl 9	Kick the nursebot into the force bars.
8, 7 or 9	Walk to the logbook.
Enter	Get the logbook (puts it in your left hand).
I	Move the logbook from your left hand into your inventory.
P	Access your Personal Information Manager (PIM).
J	Select JOURNAL. (You can also simply press J from gameplay and bypass the PIM screen.)
Esc	When you're finished reading, select EXIT or Esc to return to the game.
8, 7 or 9	Go to the door.
Shift 8	Run through when the bars flicker off.

Cellblock Corridor.

Look inside Cell One. (Each cell is labeled with a number.)

Enter	Pick up Caynan's arm from just outside Cell One.
	Go to the Cellblock doors.
Spacebar	Try to force the Cellblock doors open.

See the enclosed *Sneak Preview* of *ORIGIN's Official Guide* to BioForge for more help.

TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (0753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

• The error message displayed when the problem occurred (if any).

• A listing of your machine type and hardware contents, including CPU, sound and video board details.

• The DOS version number you are currently running.

• Your mouse and driver type.

• The contents of your CONFIG.SYS and AUTOEXEC.BAT files.

• Your CD-ROM drive type and CD-ROM extensions version.

• The contents of a CHKDSK and MEM/C statement.

Or you may write to us at the following address, including the above information.

Electronic Arts Customer Service,

P.O. Box 835, Slough, Berkshire, England SL3 8XU

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